Ratchet & Clank

Going Commando

TEEN
T
CONTENT RATED BY ESRB

INSOMNIAC GAMES

Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of wareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

Handling Your PlayStation®2 Format Disc:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RATCHET & CLANK: GOING COMMANDO™ TIPS AND HINTS

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals.
Representatives are available Monday - Saturday 6AM - 8PM and Sunday 7AM - 6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com.
Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Manual Documentation
Greg Off

Packaging Design & Layout
Origin Studios

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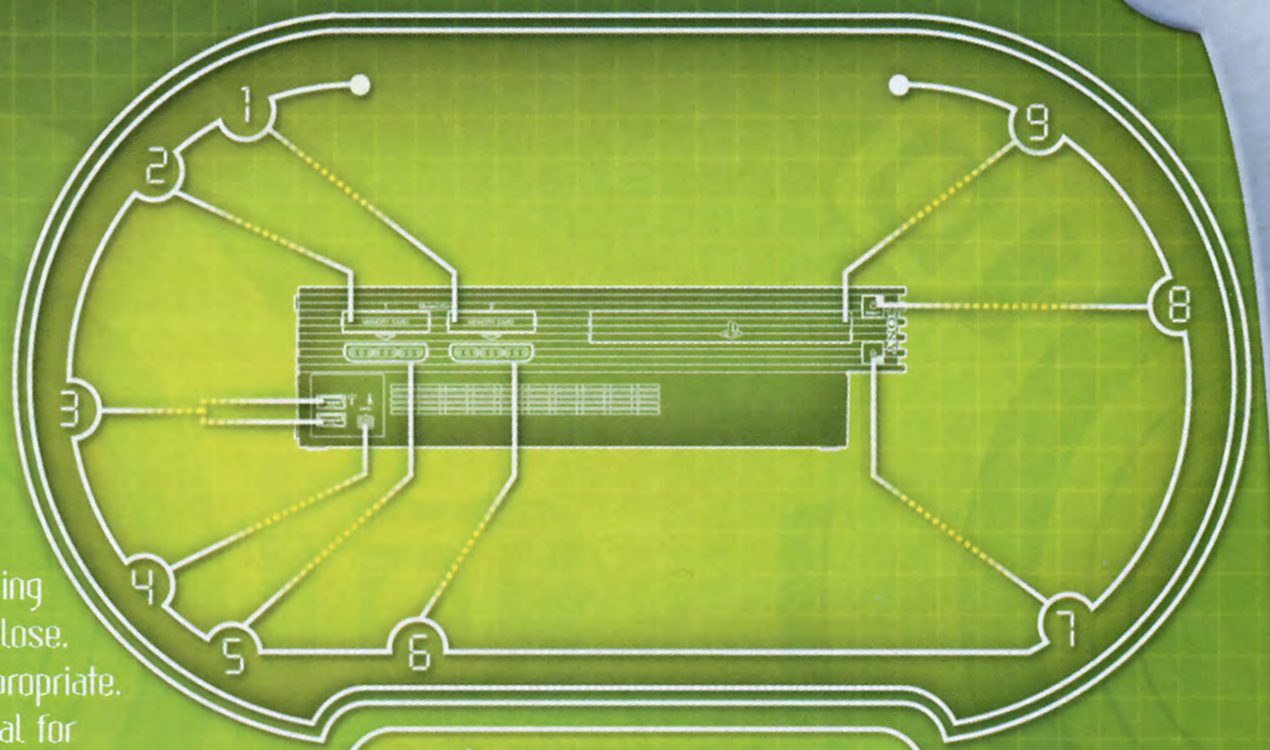
Getting Started

Setting Up Your PlayStation 2 System

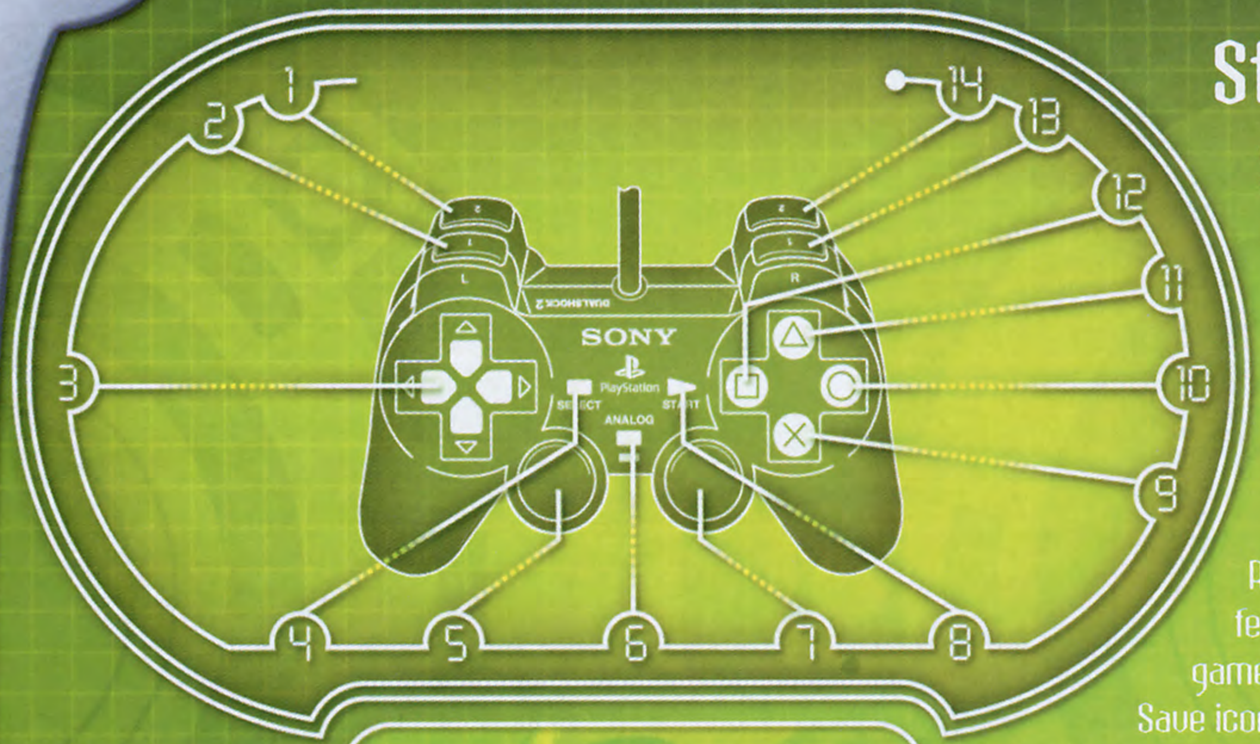
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Ratchet & Clank: Going Commando** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.



1 MEMORY CARD Slot 2
2 MEMORY CARD Slot 1
3 USB Connector
4 S400 i.LINK Connector
5 Controller Port 1
6 Controller Port 2
7 (OPEN) Button
8 RESET Button
9 Disc Tray



1 L2 Button
2 L1 Button
3 Directional Buttons
4 Select Button
5 Left Analog Stick
6 Analog Mode Switch
7 Right Analog Stick
8 Start Button
9 ⊗ Button
10 ○ Button
11 △ Button
12 □ Button
13 R1 Button
14 R2 Button

Starting Up

Starting a New Game

Press the START button at the Title Screen. At the Main Menu, select New Game. When asked if you would like to create a **Ratchet & Clank: Going Commando** save file, choose Yes and press the ⊗ button.

Auto Save

Ratchet & Clank: Going Commando has an Auto Save feature that saves your progress after you create a save game file. As you progress through the game, a special Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the memory card (8MB) (for PlayStation®2) or turn off your system.

Manual Save

If the memory card is removed or replaced, the application will disable the Auto Save function until a Manual Save has been performed. To perform a Manual Save, access the Save option located on the Options Menu. You can access the Options Menu by pressing the START button to display the Main Menu, then choosing Options.

Loading a Saved Game

If you want to resume a saved game, select Load Game at the Title Screen and then choose the save file you wish to load. You can also load a different saved game file during play by accessing the Load option located on the Options Menu. You can access the Options Menu by pressing the START button to display the Main Menu, then choosing Options.

Loading an Original Ratchet & Clank Save File

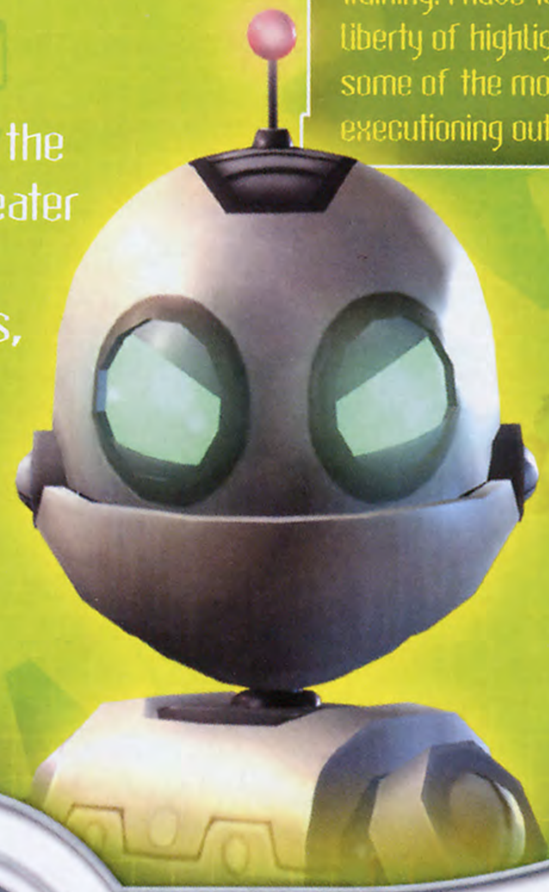
Ratchet & Clank: Going Commando allows the player to load information from the original Ratchet & Clank game. At a certain point in the game, the player will be asked to insert a Memory Card into slot 1 or 2 with an original Ratchet & Clank save file on it (if different from the Memory Card already inserted). Upon inserting the Memory Card, the game will scan for an original save file. If one is present, the player will have access to better prices on some Ratchet and Clank™ Weapons. If the Memory Card in slot 1 is removed during the process, the Auto Save function will be disabled until a Manual Save has been performed.

Abercrombie Fizzwidget:
"Ratchet. After comtabulating calculations, Megacorp has selected you to become one of our most glorified Commandos! After how you infentissimally took down the Blarg and Chairman Drek, it was a unanimungous vote. By now, you know the Bogon galaxy is in dire sustinance of your help in getting back our highly classified, top-secret experiment from that dupliferous thief. There's no time to waste! This matter is of unequizical interpitude! Use this Megacorp Commando Guidebook to get you up to speed."

INTRODUCTION

Welcome to Megacorp's Commando Guidebook. If you are reading this comprehensive training manual, that means you are one of the lucky few who have been hand-picked by our most exalted and capable founder, Abercrombie Fizzwidget, to become one of Megacorp's finest elite Commandos. As a Commando, you are expected to go beyond the call of duty, risking life and limb for the greater good that is Megacorp (and any of its subsidiaries, employees, families, neighbors, pets, and small appliances). This training manual will get you up to speed on all of the basic skills and information you need. Make sure to commit it to memory before heading out and into battle. Good luck, soldier. We're counting on you!

Abercrombie Fizzwidget: "Ratchet, my boy, being a Megacorp Commando means you will have to decorilliate yourself to stupendifferous amounts of on-the-job training! I have taken the liberty of highlightinating some of the moves you'll be executioning out in the field."



Controls

MENU CONTROLS

Start/Pause Game/Access Main Menu	START Button
Highlight Menu Item	Left Analog stick or Directional Button
Select Menu Item	⊗ Button
Previous Menu	△ Button
Open Map Screen	SELECT or R3 Button

BASIC COMMANDO MOVES

Walk/Run	Left Analog Stick
Camera Rotate/Pan	Right Analog Stick
Jump	⊗ Button
Pull Up From Ledge	⊗ Button
Drop From Ledge	R1 Button
Move While Hanging From Ledge	Left Analog Stick or Directional Button Right or Left
Weapon Quick Select	△ Button (Hold) + Left Analog Stick or Directional Button
Fire Weapon Or Use Gadget	○ Button
First Person Targeting	L1 Button (Hold)

BASIC COMMANDO MOVES - CONTINUED

Look Around Mode	L1 Button (Hold) + Right Analog Stick or Directional Button
Reset Camera Behind Ratchet or Clank	Tap L1 Button
Quick Switch Between Last Two Hand Items	Double Tap △ Button
Nanotech And Bolt Display	L3 Button

ADVANCED COMMANDO MOVES

Double Jump	⊗ Button ⊗ Button
Swing Wrench	□ Button
Multi-Strike	□ Button □ Button □ Button
Hyper-Strike	⊗ Button + □ Button
Comet-Strike	L1 Button or R1 Button (Hold) + □ Button
Wall Jump	⊗ Button While Jumping Toward Wall, ⊗ Button Again When Contacting Wall
Strafe	L2 Button or R2 Button (Hold) + Left Analog Stick or Directional Button
Flip Left Or Right	R1 Button (Hold) + ⊗ Button + Left Analog Stick or Directional Button Left or Right
Back Flip	R1 Button (Hold) + ⊗ Button + Left Analog Stick or Directional Button Backward
Strafe Flip	L2 Button or R2 Button (Hold) + ⊗ Button + Left Analog Stick or Directional Button
Crouch	R1 Button (Hold)
Crouch Turn	R1 Button (Hold) + Left Analog Stick or Directional Button
Use Weapon/Equip Weapon	○ Button

ADVANCED COMMANDO MOVES - CONTINUED

Swim	Left Analog Stick or Directional Button
Dive Underwater	□ Button (Hold Down To Dive Faster)
Resurface	⊗ Button (Hold Down To Rise Faster)

OPERATING ESSENTIAL COMMANDO GEAR

HELI-PACK	
Boost Jump (While Stationary)	Hold The R1 Button To Crouch, and Press The ⊗ Button
Stretch Jump (While Running)	Press The R1 Button, and Press The ⊗ Button
Glide	Press and Hold The ⊗ Button After performing a double jump
THRUSTER-PACK	
Boost Jump (While Stationary)	Hold The R1 Button To Crouch, and Press The ⊗ Button
Stretch Jump (While Running)	Press The R1 Button, and Press The ⊗ Button
Glide	Press And Hold The ⊗ Button After Performing a Double Jump
HYDRO-PACK	
Turbo Swim	Press and Hold The R1 Button While Under Water

MEGACORP ADVISORY

Learning how to take evasive action is imperative. When your Weapon has targeted an enemy, you can flip left, right or backwards while firing and avoid his return fire. You can even pull off these moves while strafing from side to side. To execute these advanced moves from a stationary position, press and hold the R1 button while pressing the ⊗ button and left analog stick or directional button left, right or backward. To Flip while strafing, hold down the L2 or R2 button while moving in any direction and press the ⊗ button to flip.

Fire Guns	⊗ Button
Fire Secondary Weapon	○ Button
Secondary Weapon Quick Select	△ Button (Hold) + Left Analog Stick or Directional Button
Turbo Boost	□ Button
Barrel Roll Left Or Right	L1 Button or R1 Button
Straighten Ship	L2 Button or R2 Button

Steer	Left Analog Stick or Directional Button
Accelerate	⊗ Button
Turbo Boost	R1 Button or R2 Button
Fire Weapon	L1 Button or L2 Button

YOUR SHIP LOST ITS GET UP AND GO?

DO YOUR AFTERBURNERS SPEW OUT NOXIOUS GOO?

WONDER WHAT EVER HAPPENED TO THAT NEW SHIP SMELL?

If you answered "hell yeah!" to any of these questions, then you need to get yourself right on over to Slim Cognito's Ship Shack for all the latest in Fighter Ship technology. At Slim's you can outfit your ship with Fusion Laser Cannons, Advanced Shielding Systems, Torpedo Cannons, and a little ditty we like to call the Nuclear Detonation Device. Plus, we got all the hottest colors this side of the Bogon Galaxy — Blargian Red, Orxon Green and other favorites.

AT SLIM'S, IT'S ALWAYS GOOD PICKIN'S!

SLIM'S SHIP SHACK

Abercrombie Fizzwidget: "It takes more than just fanciferous moves and substantiated strength to be one of Megacorp's elite Commandos, Ratchet. Becoming familiarated with your arsenal of Weapons and Gadgets, as well as your surroundings, should be the most superlatory item on your to do list!"

COMMANDING CLANK

Walk/Run	Left Analog Stick
Camera Rotate/Pan	Right Analog Stick
Punch	□ Button
Jump	⊗ Button
Glide	Press and Hold ⊗ Button After Jumping
Microbot Command Menu	△ Button (Hold) + Left Analog Stick or Directional Button

GIANT CLANK

Punch	□ Button
Fire Missiles	○ Button
Bomb Strike Special Attack	△ Button
Jump	⊗ Button
Strafe	L2 Button or R2 Button (Hold) + Left Analog Stick or Directional Button

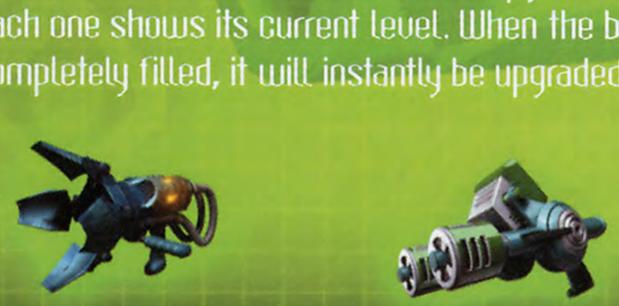
The Main Menu

Pressing the START button anytime during the game will pause the game and open the Main Menu. Use the left analog stick or Directional Buttons to cycle through your choices and press the ⊗ Button to confirm your selection. Pressing the △ button or START button will return you to the game.

WEAPONS

Weapons are a Commando's best friend, and the best place to manage your Weapons is the Weapons Menu. This Menu displays the current Weapons in your inventory, as well as important information, such as their Upgrade Level, Ammo Supply, and Mod Status.

Megacorp Weapons come with the built-in ability to upgrade themselves with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its second, more powerful form. You can also use the Weapons Menu to choose and equip a Weapon. Use the left analog stick to cycle through them and press the ⊗ button to confirm your selection. It is also rumored that certain Weapons can be enhanced with black market Weapon Mods. While Megacorp can neither confirm nor deny the existence of such Mods, they are said to enhance the functionality of certain Weapons in a variety of different ways.



GADGETS

Sometimes, the only thing keeping you from falling into a pit of Umbrian Snagglebeasts is a well-placed Swingshot. The Gadgets Menu is where you will see the current Gadgets in your inventory. You can use the Gadgets Menu to choose and equip a Gadget by highlighting the one you want to use, then pressing the ⊗ button to confirm your selection.

MEGACORP ADVISORY

Some Gadgets, such as the Foot Items, will automatically be equipped when they are required.

QUICK SELECT

Weapons management is the key to galactic survival. A good Commando knows the inventory of Weapons and Gadgets can get huge, and a great Commando will always have the right Weapon ready for the right situation. You can select your eight favorite Weapons or Gadgets and equip them using Megacorp's new and improved Quick Select System. When in the Quick Select Menu, the L1 and R1 buttons cycle through the current Weapons and Gadgets in your Quick Select System, while the left analog stick or Directional Buttons highlights the others in your inventory.

To swap out or add a Weapon or Gadget into your Quick Select System, first highlight the one you want to replace with the L1 or R1 button, then select the new one with the left analog stick. Pressing the ⊗ button will confirm your selection.

ITEMS

Megacorp's extensive line of products goes way beyond conventional weaponry and handy gadgets. The Items Menu is where you can go to get all the necessary details on the Items you acquire, including those that are rare and hard-to-find, such as Platinum Bolts and Raritanium. Items will automatically be equipped when they are needed.

HELP

Confused? Lost? Can't tell the difference between an Anklebiter and a Toxic Crab? Head over to Megacorp's Help Menu brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track:

MONSTERPEDIA: The Megacorp Monsterpedia will tell you all about enemies that you have encountered so far.

HELP LOG: The Help Log will let you review helpful messages from Megacorp.

CONTROLS: Here you can edit Control options, such as controller vibration and Weapon auto-swap.

MOVES: You've got an extensive array of acrobatic moves. Check in here to get a refresher on your Commando training, including Wall Jumps, Swimming, and using your OmniWrench 8000.

WEAPONS: A Commando carries an impressive arsenal of the best Weapons Megacorp has to offer. This menu will tell you all you need to know about them.

GADGETS: This menu item will tell you everything you've ever wanted to know about Megacorp's extensive Gadget product line.

SHIP: The Ship menu will offer detailed descriptions on all of the equipment purchased for your Fighter Ship. If you need to know the difference between a Missile and a Torpedo, just head over here for the details.

SPECIAL

The Specials Menu is where you can go to check out the top-secret goodies you've unlocked and obtained, which include Cheats, Skill Points, Movies, and a variety of other confidential Commando items.

Maps

Megacorp has spent millions of tireless light years mapping the Bogon galaxy and is happy to supply their hard-earned information to you at no extra cost. There are two different kinds of Maps available – the Galactic Map, and the Map Screen.

OPTIONS

The Options Menu allows you to manage some of the more mundane, yet necessary aspects of being a Commando. Here you can edit a variety of Options, including manually saving and loading your game, toggling the HelpDesk messages on and off, quitting your current game and returning to the Title Screen, and adjusting camera control settings.

GALACTIC MAP

The Galactic Map is viewed by jumping into your ship (press the △ button when standing next to it). From this Map, you will be able to choose your destinations from coordinates you receive in the field. After selecting a planet, a Mission checklist will appear for quick reference on what Mission objectives have and have not been accomplished.

MAP SCREEN

The Map Screen is viewed by pressing the SELECT or R3 button. Once on the Map Screen, you will be able to perform a variety of functions, including viewing the Mission Screen, replaying Transmissions, and scanning the Planet Map.

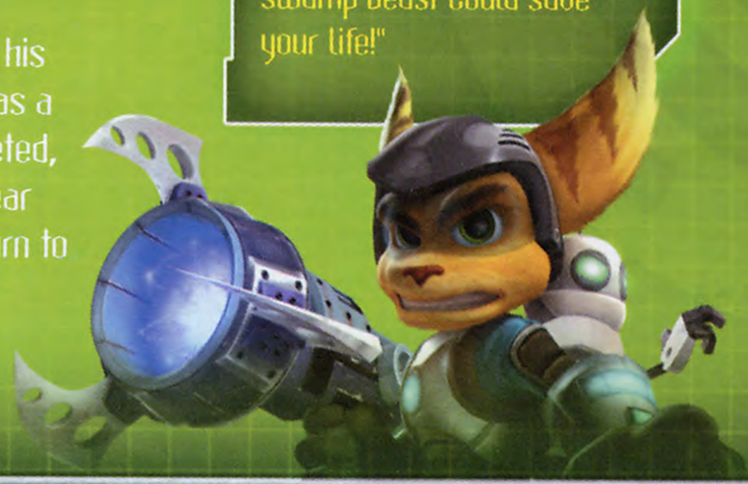
PLANET MAP

The first Map you will see is the current planet you are on. Pressing the left analog stick in any direction will allow you to scan all areas of the Map. Pressing the right analog stick up or down will zoom the map in or out. The arrow on the Map represents your current location and the direction you are facing. Question Marks on the Map indicate areas of interest. Sections in gray indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been. Pressing the L1 or R1 buttons will cycle through your available Maps.

THE MISSION SCREEN

The Mission Screen is where a Commando can go to get his Mission objectives for each destination. Each Mission has a checkbox next to it. When a Mission has been completed, it will be checked off. Some missions will only appear after certain conditions have been met. You can return to any planet you want, even when all of the Mission objectives have been accomplished.

Abercrombie Fizzwidget:
"It's unequizical that you are prepared for battle, my boy. This means you'll have to make judgeumentous decisions and many improvisinations while you are on the battlefield. Knowing the differential between a Taboran desert dweller and a swarming swamp beast could save your life!"



MEGACORP ADVISORY

Gadgetron produced a unique product that could show hidden areas on Maps not generally open to the public, but it was destroyed in battle. Perhaps there is another such item available in the Bogon Galaxy?

Returning to planets previously visited is a good way to grab more Bolts. Make sure to participate in our sponsored events while you're there!

Weapons And Gadgets

Megacorp manufactures everything; from hair products and pet toys to intergalactic missiles with facial recognition technology. Our Weapons have the ability to upgrade themselves, using a form of Nanotechnology. With continued use, a standard Weapon can be upgraded to a much more powerful and devastating one. Below are just a few of the many Weapons and Gadgets you will come across as you explore the Bogon galaxy. Make sure to pay a visit to a Megacorp Vendor near you to buy the latest in Weapon technology.

Weapons

OMNIWRENCH 8000

The OmniWrench 8000 is a Commando's perfect tool. Not only does this baby come in handy for on-the-job repairs, it can also be used as an effective Weapon. Use it to smack enemies around within arm's reach, execute multi-strike combo attacks, and throw it as a projectile Weapon with deadly accuracy. And, it's magnetically charged so it can vacuum up Bolts, too!

LANCER

This Weapon offers long-range, rapid-fire reliability with devastating results. The Lancer will lock-on to any enemy within its range, and will upgrade to an even more powerful Weapon, the Heavy Lancer, with long-term use.

MEGACORP ADVISORY

There are rumored to be more powerful versions of this Wrench somewhere in the galaxy that pack quite a punch

EXPERIENCE THE THRILL OF

BOGON GALAXY

IN ALL ITS GLORY!

**Are you tired of the same old vacation year after year?
Have the sandy beaches of Pokitaru lost their allure?
Do the icy Alps of Hoven bore you to tears?
Does the Gauntlet on Umbris make you yawn with lethargy?
If so, then give Sam at Sam's Extreme Travel and Scrap Metal a call.**

"I was once a bored Scrap Merchant in Gorda City, but a brush with death brought me back to life. Now I am all about the excitement and you can be too!"

At Sam's, we will set you up on a whirlwind tour of the Bogon Galaxy and all of the extreme adventures it has to offer. From the frenetic Maxigames at Maktar Resort to the intense Hoverbike Races in Vukovar Canyon, you can experience it first-hand. We've got it all and it's just a communication away!

Make sure to ask for Sam when you call — and speak up, he doesn't hear too well.

GRAVITY BOMB

The Gravity Bomb is Megacorp's answer for clearing out pesky packs of enemies in one fell swoop. This high-powered Weapon will toss out a medium-range bomb packed tight with explosives, eliminating just about anything within its blast radius. Once upgraded, this puppy becomes a full-fledged Mini-Nuke. Need we say more?

CHOPPER

Slice, dice and do it twice! The Chopper shoots out razor sharp discs that will seek out and ricochet off enemies and objects, making Grelbin mincemeat out of them in no time flat! With use, the Chopper can be upgraded into the Multi-Star, which splits into three stars after hitting an enemy, taking this bad boy to a whole new level of projectile mayhem.

Gadgets

SWINGSHOT

The Swingshot is a grappling hook-like device designated to attach itself to specific targets and launch you across vast distances. Megacorp has added some new functionality to this fan favorite, allowing it to grab objects, including platforms and drawbridges, and pull them toward you.

ELECTROLYZER

Blow a fuse? Need to fix that electrical short? Well, fret not, as the Electrolyzer can turn even the most technically challenged into a full fledged electrician! This item allows you to repair broken pieces of machinery at the flip of a switch (well, switches that is). Step right up to an Electrolyzer target and you'll see what we mean.

MEGACORP ADVISORY

Still attached to that Bomb Glove? Miss the satisfying thud the Walloper made? Five of the original Gadgetron Weapons can be attained free of charge if you have a Memory Card with an original Ratchet & Clank save game on it. A special Gadgetron Vendor found somewhere in the Bogon galaxy can provide you with these Weapons, and they are FREE as long as you they were acquired in the first game and saved on a Memory Card.

DYNAMO

Megacorp's Dynamo can get things moving in a hurry. This handy-dandy piece of gadgetry is designed to activate certain pieces of machinery. Whenever you see a green-colored activator, you know the Dynamo is the tool for the job.

TRACTOR BEAM

Developed by our highly respected and well-treated team of Megacorp scientists, the Tractor Beam can effortlessly move objects, large and small alike, at the press of a button. Coming in handy when you need to remove an object from your path, create a makeshift platform, or just plain get a feisty Serv-Bot to behave, the Tractor Beam is the right tool for the job! You can get it cheap from our Outlet facilities on planet Oozla.

THUGS-4-LESS

Need A Problem Taken Care Of... Permanent Like?
Sick And Tired Of Gettin' Pushed Around By The Man?
Want A "Special" Job Done And Done Cheap?*
Then you need Thugs-4-Less!

"We take care of the problems no one else will!
We're here to clean up your mess...
or maybe make one for you...
no questions asked."

GIVE US A CALL
'CAUSE IF YA DON'T, YA JUST MAY REGRET IT.

*Pay for six hits and the seventh is free.

Commando Essentials

The Megacorp Helpdesk is designed to keep our Commandos informed and will appear when you need it most. The Helpdesk will explain the details behind most Megacorp and non-Megacorp products. For even more aid, you can press the START button to pause the game and select the Help Menu. To help you get started, a few basic items and collectibles have been detailed below.

NANOTECH

While Gadgetron may have invented Nanotech, Megacorp has perfected it! Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in technology will allow you to absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech you can carry. Rookie Commandos will start out with only four available Nanotech slots. As you progress and absorb more Nanomites on your way to becoming an expert Commando, it's possible to build up your Nanotech to a maximum level of 80 slots!

MEGACORP ADVISORY

Running out of Nanotech is certain doom, so be cautious of your Nanotech status at all times. Pressing the L3 button will display your current Nanotech status.

BOLTS

The currency of the universe, Bolts are what you need to purchase all those great Megacorp Weapons, Gadgets and Ammo to keep you one step ahead of your foes. You'll find that crates are full of them, and enemies always carry a few on them, too. You can also earn Bolts by competing in some of Megacorp's sponsored events...

BOLT CRATES

Yours for the taking, busting these boxes will reveal their bounty of Bolts inside.

AMMO

Most Weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Megacorp Vendors found throughout the Bogon Galaxy or inside specially marked Megacorp Crates.

MEGACORP CRATES

Look for the Megacorp "M" stamped on the sides of these crates, which signifies genuine Megacorp quality ammo. While there's no telling which kind of Ammo is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a Weapon, you won't be able to pick up any of the contents.

TIME BOMB CRATES

These exploding crates will start to countdown if you touch them. Get too close to one when it blows, and you will find yourself a missing more than a fair share of your fur. While they might be harmful to your health, Time Bomb Crates contain Bolts. Use your Omniwrench 8000 and its Comet-Strike feature to detonate them from a safe distance.

MEGACORP ADVISORY

Certain items and objects in the environment can be destroyed to reveal Bolts. Don't discriminate! Try and wreak as much havoc as you can to your surroundings to make a little profit.

Time Bomb Crates can be used strategically to eliminate any enemies inside their blast radius. One shot from a Weapon is all it takes to set one off, saving you some costly Ammo in the process!

ARMOR

A Megacorp Commando does not go into battle without our patented protective Armor. Made of the strongest natural and synthetic elements found from the far reaches of the Galaxy, and designed by fashion experts on planet Endako, this protective outerware will lessen the damage done to you from enemy fire and make you look good too! Make sure you keep an eye out for new suits of Armor as you trek across the galaxy.

PLATINUM BOLTS

Platinum Bolts are the rarest form of currency in the galaxy and are very hard to find, but worth every bit of effort required to uncover them. While Megacorp has no official statement on their use, it is rumored that certain vendors, who sell Weapon Mod upgrades and items of great value and rarity, will only trade in such Bolts.

Commando Teammates

Every Commando needs a partner to watch his back when trouble comes knocking, and you will too... The Galaxy is too scary a place to experience alone.

CLANK

While small in size and stature, Clank can handle himself on the battlefield. Still equipped with the multiple Back Pack enhancements made by the fine craftsmen at the Roboshack locations, Clank can help Ratchet reach high places, leap large gaps and, on occasion, venture out on his own for a little "me" time.

Clank can also enlist the aid of Megacorp Microbots. These robots operate on the same frequency as Clank, and can help him attack enemies, build bridges and even lift heavy items. Clank can command Microbots using the Microbot Command Menu. To access the menu while playing as Clank, hold down the △ Button and then choose a command using the left analog stick or directional button.

Maxi-Games, Maxi-mum Fun, MAXI-MUM DANGER!!!

At Megacorp, we encourage our Commandos to participate in our sponsored "extra-curricular" events spanning across the Bogon Galaxy. From the good clean family fun and excitement of our Gladiator Games to the stomach-churning, white-knuckle thrill of Hover Bike racing, we've got it all. These events are the perfect venue for perfecting your Commando skills while earning plenty of unique prizes and cold, hard cash - that's Bolts to you and me!

ARENA BATTLE

Arena Battles can be found on certain planets and will offer a wide variety of challenges, including battling bosses, endurance challenges, defeating a predetermined amount of enemies within a given amount of time, and hazard challenges. The more challenges you participate in, the more Bolts you can earn!

HOVER BIKE RACES

This fast and furious sport delivers the thrill of speed and edge-of-your-seat excitement while earning you Bolts and respect. Fight back multiple Gs while battling against a grid of riders for first place. Challenges in Hover Bike races can range from straight out racing to heated Weapons combat. True Commandos will be able to find shortcuts and use turbo boosts to their advantage.

Spherical Worlds

The Bogon Galaxy is teeming with planets, stars, moons, and infinite numbers of uncharted constellations. During your travels as an elite Megacorp Commando, you will come across a few special planets that can be circumnavigated – you will actually be able to completely run around them while the ground and environment rotates beneath you. While the perspective might be different, your controls remain the same. To get a bird's eye view of your surroundings while on one of these worlds, press the R3 button.

Space Combat

Not all challenges are fun and games. Oftentimes, a Commando will have to partake in interstellar space combat in order to survive. Certain "unsavory" individuals will want to put a stop to your efforts and will engage you in fierce galactic battles. Of course, with victory comes reward, and stepping up to the challenges will result with some hefty cash bonuses.

MEGACORP ADVISORY

In addition to ammunition for your Fighter Ship's Secondary Weapons, special items, such as shield recharges and Raritanium can be acquired by shooting down enemies and space debris. Make sure to target and obliterate asteroids and other space junk while fighting it out with your foes to replenish your stores and get extra booty.

Space Combat

FIGHTER SHIP

The universe is a really large and dangerous place, and you'll need a good Ship if you want to get around it quickly and in one piece. Megacorp produces only the best in Fighter Ship technology and you will be provided with our solid, standard issue model. It's possible to upgrade this puppy into a full-fledged, lean, mean, shooting machine, but you will need to visit an aftermarket vendor to do so. Make sure you bring your supply of Raritanium with you, as it's the only way to pay.

Space combat might be just another day's work for a Commando, but it can be dangerous and deadly if you're not prepared. While piloting your Fighter Ship, not only will you have to contend with wave-after-wave of enemies, but also you will need to be aware of your surroundings and familiar with the HUD (Heads Up Display).

HEADS UP DISPLAY

When engaged in space combat, the HUD screen will display important battle information. The bar across the top indicates your Fighter Ship's damage status. The smaller bars on the right and left beneath it indicate your Fighter Ship's shield status. The number indicator on the top left of the HUD displays the current Secondary Weapon you have chosen, as well as the number of units of ammo you have left. The bar on the top right of the HUD displays the amount of Boost left in your thrusters. The radar in the bottom right of the HUD shows your position in relation to your enemies' positions. The white dot represents your ship, while the red dots represent the enemies. Other pertinent information, such as the number of enemies left to shoot down, can be found in the bottom left corner.

Abercrombie Fizzwidget:
"I know your fellow concillitarious companion, Clank, is done with the heroics, but I think you should try and convincerate him otherwise. While I hear he is doing well in Accounting, confidentulously speaking, I am sure his talents are being wasted. See what you can do, my boy!"

Credits

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Rodger Bumpass ..... The Unknown, Inventor, Announcer, Dr. Fullbladder
Kath Soucie ..... Angela
Sylvia Amerito ..... Female Announcer, Darla Gratch
Michael Bel ... Security System, Interviewer Announcer, Biker Two, Mutant Crab, Protopet Announcer
Steven Jay Blum ..... Thug Leader, Biker One, Qwark Announcer, Gladiator
Julianne Buescher ..... Vendor Girl, Loudspeaker, Help Desk Girl
Benjamin Diskin ..... Fan Boy
Chad Michael Einbinder ..... Shady Salesman, Billy
Neil Flynn ..... Waterworker
Kim Mai Guest ..... Trailer PA
James Horan ..... Mechanic, Bikers Announcer, Slim Cognito, Male Employee
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Mona Marshall ..... Help Matron, Operator

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